

**EXHIBIT "A"**

**TABULATION OF CLAIM LIMITATIONS**

**Claim 83:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device comprising: a housing,	Figure 3, item 12; col. 3, line 46; col. 13, line 14; original claim 1, element a; original claim 23, element a
A playfield	Figure 1 indicates playfield (layout for 4 x 4 playing positions; col. 1, lines 30-31; col. 2, lines 28-29; col. 2, line 32; col. 3, lines 47-49
that includes a plurality of playing positions,	Figure 1 shows 16 playing positions; Figure 3 shows 16 playing positions; col. 1, lines 7 & 8; col. 3, lines 47-49; col. 13, line 19; col. 16, line 32; col. 19, lines 39-40; original claims 6, 15 employ the term "playing positions"
wherein each playing position includes an indicator	Figure 2 indicates an indicator (display) at each playing position; Figure 3 shows one indicator at each playing position for a total of 16 indicators; col. 2, lines 29 & 30; col. 3, lines 47 & 48
that provides a plurality of visual indications,	Figure 3 shows a plurality of visual indications; Figure 23 shows 5 different visual indications that could be displayed at any playing position in a 4 x 4 embodiment; Figure 24 shows 9 different visual indications that could be displayed at col. 7, lines any playing position in an 8 x 8 embodiment; col. 1, line 36; col. 1, lines 55 & 56; col. 2, lines 21 & 22; col. 2, lines 51 & 52; col. 2, lines 57 & 58; col. 7, line 40; col. 7, lines 46-57; col. 10, lines 67 & 68; original claim 8, which describes a method for controlling the number of visual indications per indicator, or playing position; original claim 23, element e describes plurality of visual indications as a plurality of images; original claim 28, which describes a method

	for controlling the number of visual indications per indicator, or playing position, original claim 38; original claim 39; original claim 46, element d
and a keypad switch	Figure 3 shows a switch at each playing position; Figure 4 shows 16 switches, one for each playing position in a 4 x 4 embodiment; Figure 5 indicate the use of input latches to capture the activation of switches when keypad switches (i.e., momentary switches) are used; original claim 11; original claim 31; original claim; original claim 37
to activate the playing position,	Abstract; Figure 3 shows a switch at each playing position; Figure 4 shows 16 switches, one for each playing position in a 4 x 4 embodiment; col. 13, lines 20 & 21; col. 16, lines 34 & 35
a microprocessor to control the operation of the device, and	Figure 4; col. 1, line 41; col. 2, line 34; col.3, lines 55-60; col. 14, line 40; col. 17, line 18
a control program executed on the microprocessor	Figure 4 shows a control logic (control program) stored in the Read Only Memory (ROM) of the microprocessor; col. 4, lines 13 & 14
that assigns a first set of binary numbers to playing positions on the playfield	Figure 1 indicates an example of an assignment of the first set of binary numbers (op-codes) to playing positions. These binary numbers are assigned to all playing positions based on the connections for the routing example shown in Figure 2; Figures 14 & 15 shows an example of assigning predetermined binary numbers to playing positions on the playfield
routes binary numbers respective the playing position activated by the player to each other	Figure 1 shows the binary numbers respective to an activated playing positions are routed to each other; Figure 2 indicates an example of routing binary numbers to each other for the preferred embodiment; Figure 20 shows the matching (routing two binary numbers to each other) of two binary numbers respective to an activated playing position; col. 1, line 35; col. 2, lines 1 & 2;

generates a second set of binary numbers from said first set of binary numbers using a Boolean function,	Figure 18; Figure 20; col. 6, lines 35-42; col. 11, lines 19 & 20; original claim 4; original claim 17, element e; original claim 25; original claim 35, element e
or a lookup table,	Figure 23; Figure 24; new Figure 25
assigns said second set of binary numbers to indicators on the playfield to provide visual indications,	Figure 1 shows an example of assigning second set of binary numbers (color codes) to playing positions; col. 2, lines 6 & 7
and determines when a predefined objective of the game is met	Figure 8; Abstract, col. 1, lines 11 & 12; col. 1, lines 37-39; col. 2, lines 15 & 16; col. 2, lines 53-55

#### **Claim 84:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 83 wherein said keypad switch and indicator at each playing position are provided by an illuminated keypad switch	Figure 3, items 22/24; col. 2, lines 30 & 31; col. 3, lines 47 & 48; original claim 3; original claim 11

#### **Claim 85:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 84 wherein the keypad switch is illuminated using light emitting means	Figure 3, items 22/24; Abstract; col. 2, lines 7 & 8; original claim 6

#### **Claim 86:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim	The use of light emitting diodes (LED) to

85 wherein said light-emitting means is provided using multi-colored light emitting diodes	provide visual indications or images is disclosed in original claim 40
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**Claim 87:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 83 wherein said indicator is provided by at least one of a Liquid Crystal Display (LCD) screen,	New Figure 27; col. 1, line 55; col. 2, line 55; col. 2, line 58 recites a color video monitor, this could be implemented with a CRT screen, a DLP screen or a plasma screen; original claim 37; original claim 39
and a Cathode Ray Tube (CRT) screen,	New Figure 28; the specification at col. 2, lines 56-58 discloses the use of a video monitor to provide multi-color displays. Original claim 23 describes an embodiment that employs images. Original claim 37 describes the use of video monitor to display these images. It is well known in the art that a video monitor could be implemented with a Cathode Ray Tube (CRT) screen.

**Claim 88:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 84, wherein said plurality of visual indications includes at least one illuminated color, and a color reflected from the surface of the indicator when the keypad switch is dark	Figure 3 shows illuminated visual indications; Figures 23 & 24 show visual indications that could be illuminated or dark; original claim 8

**Claim 89:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 87, wherein said plurality of visual indications includes at least one image, and a visual indication resulting from the absence of an image at a playing position	Figures 23 & 24; New Figures 27 & 28; original claim 28

**Claim 90:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 83, further comprising means for generating visual and audible effects during game play, and at the conclusion of a game	Abstract; Figure 3, item 26; Figure 4, items 44 & 46; Figure 7, program block, "GENERATE HIGH PITCH BEEP TONE;" Figure 9; col. 1, line 51; col. 2, lines 44 & 45; col. 4, lines 25-29; col. 8, line 61 to col.9, line 1; original claim 1, element j; original claim 12; original claim 13; original claim 17, element j; original claim 19; original claim 23, element j; original claim 32; original claim 33; original claim 35, element k; original claim 44, element j

**Claim 91:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 83, further comprising a segment of the control program executed on the microprocessor that provides a plurality of games,	Figure 3, item 20; Figure 4, item 20; Figure 12; col. 1, lines 40-43; col. 10, lines 4-21; original claim 9; original claim 29
by varying the assignment of the first set of binary numbers to playing positions	Figure 1 indicates a specific assignment of a first set of binary numbers (op-codes) to playing positions; Figures 14 & 15 show an example of assigning first set of binary numbers to playing positions; col. 10, lines 20-

	21; original claim 10; original claim 18; original claim 30; original claim 36
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### Claim 92:

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 83, further comprising means for varying the difficulty level of play	Abstract; Figure 3, item 18; Figure 4, items 18; Figure 5; col. 1, lines 45-48; col. 2, lines 45-49; col. 4, lines 23-25; original claim 1, element i; original claim 16; original claim 23, element i; original claim 27; original claim 34; original claim 44, element i

### Claim 93:

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 83, further comprising a plurality of games stored in a data section of the control program,	Figure 1 indicates an example of a specific game defined by a specific assignment of the binary numbers 000, 001, 010, 011, 100, 101, 110 & 111 to playing positions. These binary numbers represent control program data that are normally stored in a data section of the control program, and Figure 4 indicates that the control program is stored in ROM; Figures 14 & 15 show the assignment of these specific binary numbers to playing positions, the playing positions could be selected at random, or predefined in a data section of the control program; Figures 23 & 24 indicate examples of specific binary numbers that are stored in a data section of the control program; col. 4, line 62; col. 4 line 68 to col. 5, line 1; col. 5 lines 2 & 3; col. 5, lines 4 & 5
wherein each game is defined by a different assignment of predefined binary numbers to playing positions	Col. 10, lines 20-21; original claim 10; original claim 18; original claim 30; original claim 36

**Claim 94:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 93, wherein said plurality of games is in various levels of difficulty	Figure 4 indicate that data sections included in the control program are stored in ROM; col. 1, lines 8-12 describe, in substance, that for a game to be solved, the player must discover a pattern of switch activations. This means that the solutions to different games require different patterns of switch activations. As would be obvious to one skilled in the art, some patterns will be longer than others, i.e., some games would require more steps to solve, which means that some games are more difficult to solve than others, and as such different games are in different levels of difficulty

**Claim 95:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 83, wherein the shape of said housing is in the form of a three-dimensional configuration, and wherein said plurality of playing positions are mapped on the surface of the three-dimensional configuration	New Figure 25; original claim 15

**Claim 96:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 83, wherein said control program includes a plurality of segments, and wherein the segment of control program that routes binary numbers to each other includes an algorithm that routes	Figure 2 indicate a routing square that routes binary numbers assigned to the playing positions at the top, bottom, left, and right of an activated keypad switch to each other; col. 11, lines 48-60

binary numbers assigned to the playing positions at the top, bottom, left, and right of the activated keypad switch, to each other	
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**Claim 98:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 83, wherein said first set of binary numbers is generated randomly	Col. 1, lines 32-34; original claim 10; original claim 30

**Claim 99:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 83, wherein said first set of binary numbers is predefined, and is stored as program data in a data section of the control program	Figure 1 indicates an example of a specific game defined by a specific assignment of the binary numbers 000, 001, 010, 011, 100, 101, 110 & 111 to playing positions. These binary numbers represent control program data that are normally stored in a data section of the control program, and Figure 4 indicates that the control program is stored in ROM; Figures 14 & 15 show the assignment of these specific binary numbers to playing positions; Figures 23 & 24 indicate examples of specific binary numbers that are stored in a data section of the control program; col. 4, line 62; col. 4 line 68 to col. 5, line 1; col. 5 lines 2 & 3; col. 5, lines 4 & 5

**Claim 100:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device comprising: a	Figure 1 indicates playfield (layout for 4 x 4



playfield	playing positions; col. 1, lines 30-31; col. 2, lines 28-29; col. 2, line 32; col. 3, lines 47-49
that includes a plurality of playing positions,	Figure 1 shows 16 playing positions; Figure 3 shows 16 playing positions; col. 1, lines 7 & 8; col. 3, lines 47-49; col. 13, line 19; col. 16, line 32; col. 19, lines 39-40
wherein each playing position includes an indicator	Figure 2 indicates an indicator (display) at each playing position; Figure 3 shows one indicator at each playing position for a total of 16 indicators; col. 2, lines 29 & 30; col. 3, lines 47 & 48
that provides a plurality of visual indications,	Figure 3 shows a plurality of visual indications; Figure 23 shows 5 different visual indications that could be displayed at any playing position in a 4 x 4 embodiment; Figure 24 shows 9 different visual indications that could be displayed at col. 7, lines any playing position in an 8 x 8 embodiment; col. 1, line 36; col. 1, lines 55 & 56; col. 2, lines 21 & 22; col. 2, lines 51 & 52; col. 2, lines 57 & 58; col. 7, line 40; col. 7, lines 46-57; col. 10, lines 67 & 68; original claim 8, which describes a method for controlling the number of visual indications per indicator, or playing position; original claim 23, element e describes plurality of visual indications as a plurality of images; original claim 28, which describes a method for controlling the number of visual indications per indicator, or playing position, original claim 38; original claim 39; original claim 46, element d
Control means for activating any playing position	Abstract; Figure 3 shows a switch at each playing position; Figure 4 shows 16 switches, one for each playing position in a 4 x 4 embodiment; Figure 5 indicate the use of input latches to capture the activation of switches when keypad switches (i.e., momentary switches) are used; col. 13, lines 20 & 21; col. 16, lines 34 & 35; original claim 11; original claim 31; original claim 37
A microprocessor to control the operation of	Figure 4; col. 1, line 41; col. 2, line 34; col. 3,

the device, and	lines 55-60; col. 14, line 40; col. 17, line 18
means for assigning a first set of binary numbers to playing positions on the playfield,	Figure 1 indicates an example of an assignment of the first set of binary numbers (op-codes) to playing positions. These binary numbers are assigned to all playing positions based on the connections for the routing example shown in Figure 2; Figure 4 shows a control logic (control program) stored in the Read Only Memory (ROM) of the microprocessor; Figures 14 & 15 shows an example of assigning predetermined binary numbers to playing positions on the playfield; col. 4, lines 13 & 14
means for routing binary numbers respective to the playing position activated by the player to each other,	Figure 1 shows that the binary numbers respective to an activated playing positions are routed to each other; Figure 2 indicates an example of routing binary numbers to each other for the preferred embodiment; Figure 20 shows the matching of two binary numbers (routing two binary numbers to each other) respective to an activated playing position; col. 1, line 35; col. 2, lines 1 & 2;
means for generating a second set of binary numbers from said first set of binary numbers,	Figure 18; Figure 20; Figure 23; Figure 24; col. 6, lines 35-42; col. 11, lines 19 & 20; original claim 4; original claim 17, element e; original claim 25; original claim 35, element e
means for assigning said second set of binary numbers to indicators on the playfield to provide visual indications, and	Figure 1 shows an example of assigning second set of binary numbers (color codes) to playing positions; col. 2, lines 6 & 7
means for determining if a predetermined objective of the game is met.	Figure 8; Abstract, col. 1, lines 11 & 12; col. 1, lines 37-39; col. 2, lines 15 & 16; col. 2, lines 53-55

### Claim 101:

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim	Figure 3, new Figures 25, 27 & 28; item 12; col. 3, line 46; col. 13, line 14; original claim

100 further comprising a housing	1, element a; original claim 23, element a
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**Claim 102:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 100, further comprising means for generating a plurality of games	Figure 3, item 20; Figure 4, item 20; Figure 12; col. 1, lines 40-43; col. 10, lines 4-21; original claim 9; original claim 29

**Claim 103:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 100, wherein said means for generating a second set of binary numbers employs a Boolean function, or a lookup table	Figure 18; Figure 20; Figure 23; Figure 24; col. 6, lines 35-42; col. 11, lines 19 & 20; original claim 4; original claim 17, element e; original claim 25; original claim 35, element e

**Claim 104:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 101, wherein said control mechanism that activates any playing position includes keypad switches	Figure 3; Figure 5 indicates the use of input latches to capture the activation of switches when keypad switches (i.e., momentary switches) are used; new Figures 27 & 28; original claim 11; original claim 31; original claim 37

**Claim 105:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim	In substance, and as indicated in Figure 3, the

101, wherein said control mechanism that activates any playing position includes a cursor control switch mechanism	invention describes a game device that includes an array of playing positions, and each position has a switch. The specification at col. 1, lines 8-12 teaches how to play the game by successively depressing switches at playing positions. A cursor control switch mechanism is well known in the art. When used with the invention, it will enable a player to select a playing position by navigating the cursor, and activating the selected playing position by depressing the cursor control switch. Clearly, a person skilled in the art is able to make and use the inventions claimed in claims 105 & 111 with no or little experimentation.
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**Claim 107:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 100, wherein said first set of binary numbers is generated randomly	Col. 1, lines 32-34; original claim 10; original claim 30

**Claim 108:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 100, wherein said first set of binary numbers is predefined, and is stored in a data section of the control program	Figure 1 indicates an example of a specific game defined by a specific assignment of the binary numbers 000, 001, 010, 011, 100, 101, 110 & 111 to playing positions. These binary numbers represent control program data that are normally stored in a data section of the control program, and Figure 4 indicates that the control program is stored in ROM; Figures 14 & 15 show the assignment of these specific binary numbers to playing positions; Figures 23 & 24 indicate examples of specific binary numbers that are stored in a data section of the control program; col. 4, line 62; col. 4 line 68

	to col. 5, line 1; col. 5 lines 2 & 3; col. 5, lines 4 & 5
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**Claim 109:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 100, wherein said means for assigning said second set of binary numbers to indicators includes an algorithm that employs the dynamic routes of the routing squares on the playfield	This algorithm is shown in Figure 21, and is described in details in the specification, col. 6, line 48 to col. 7, line 21.

**Claim 110:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 100, wherein said predetermined objective of the game is to reach a state during which all the indicators produce the same visual indication, and wherein said means for assigning said second set of binary numbers to indicators is based on any permutation of assigning the elements of the second set of binary numbers to the indicators.	It is inherent in the invention that there is almost unlimited <sup>1</sup> number of ways to assign the generated binary color codes to playing positions.

**Claim 111:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device comprising: a playfield	Figure 1 indicates playfield (layout for 4 x 4 playing positions; col. 1, lines 30-31; col. 2,

<sup>1</sup> For the 4 x 4 embodiment, there are 8 color codes and 16 playing positions. The number of permutations of assigning 8 binary color codes to 16 playing positions is almost unlimited.

	lines 28-29; col. 2, line 32; col. 3, lines 47-49
that includes a plurality of playing positions,	Figure 1 shows 16 playing positions; Figure 3 shows 16 playing positions; Figure 4 shows 16 playing positions (16 display positions); col. 1, lines 7 & 8; col. 3, lines 47-49; col. 13, line 19; col. 16, line 32; col. 19, lines 39-40
wherein each playing position includes an indicator	Figure 2 indicates an indicator (display) at each playing position; Figure 3 shows one indicator at each playing position for a total of 16 indicators; col. 2, lines 29 & 30; col. 3, lines 47 & 48
that provides a plurality of visual indications,	Figure 3 shows a plurality of visual indications; Figure 23 shows 5 different visual indications that could be displayed at any playing position in a 4 x 4 embodiment; Figure 24 shows 9 different visual indications that could be displayed at col. 7, lines any playing position in an 8 x 8 embodiment; col. 1, line 36; col. 1, lines 55 & 56; col. 2, lines 21 & 22; col. 2, lines 51 & 52; col. 2, lines 57 & 58; col. 7, line 40; col. 7, lines 46-57; col. 10, lines 67 & 68; original claim 8, which describes a method for controlling the number of visual indications per indicator, or playing position; original claim 23, element e describes plurality of visual indications as a plurality of images; original claim 28, which describes a method for controlling the number of visual indications per indicator, or playing position, original claim 38; original claim 39; original claim 46, element d
A switch control mechanism to enable a player to select and activate any playing position on the playfield,	Abstract; Figure 3 shows a switch at each playing position; Figure 4 shows 16 switches, one for each playing position in a 4 x 4 embodiment; Figure 5 indicate the use of input latches to capture the activation of switches when keypad switches (i.e., momentary switches) are used; col. 13, lines 20 & 21; col. 16, lines 34 & 35; original claim 11; original claim 31; original claim 37
And which includes at least one of a keypad	Figure 3 shows a switch at each playing position; Figure 4 shows 16 switches, one for

switch corresponding to each playing position,	each playing position in a 4 x 4 embodiment; Figure 5 indicate the use of input latches to capture the activation of switches when keypad switches (i.e., momentary switches) are used; original claim 11; original claim 31; original claim; original claim 37
A cursor control switch structure,	In substance, and as indicated in Figure 3, the invention describes a game device that includes an array of playing positions, and each position has a switch. The specification at col. 1, lines 8-12 teaches how to play the game by successively depressing switches at playing positions. A cursor control switch mechanism is well known in the art. When used with the invention, it will enable a player to select a playing position by navigating the cursor, and activating the selected playing position by depressing the cursor control switch. Clearly, a person skilled in the art is able to make and use the inventions claimed in claims 105 & 111 with no or little experimentation
And a touch screen control structure,	The '037 patent describes a number of display structures that employ a screen, including a liquid crystal display (col.1, line 55; col. 2, line 51; original claim 39), and a color video monitor (col. 2, line 58; original claim 37). Further, as indicated in Figure 3, the invention describes a game device that includes an array of playing positions, and each position has a switch. The specification at col. 1, lines 8-12 teaches how to play the game by successively depressing switches at playing positions. A touch screen control mechanism is well known in the art and, when used with the invention, it would allow a player to select, and activate a playing position by simply touching the screen where the playing position is indicated. Clearly, a person skilled in the art is able to make and use the invention claimed in claim 11 with no or little experimentation.
A microprocessor to control the operation of the device, and	Figure 4; col. 1, line 41; col. 2, line 34; col.3, lines 55-60; col. 14, line 40; col. 17, line 18
A control program executed on the	Figure 4 shows a control logic (control

microprocessor	program) stored in the Read Only Memory (ROM) of the microprocessor; col. 4, lines 13 & 14
that assigns a first set of binary numbers to playing positions on the playfield,	Figure 1 indicates an example of an assignment of the first set of binary numbers (op-codes) to playing positions. These binary numbers are assigned to all playing positions based on the connections for the routing example shown in Figure 2; Figure 4 shows a control logic (control program) stored in the Read Only Memory (ROM) of the microprocessor; Figures 14 & 15 shows an example of assigning predetermined binary numbers to playing positions on the playfield; col. 4, lines 13 & 14
routes binary numbers respective to the playing position activated by the player to each other,	Figure 1 shows that the binary numbers respective to an activated playing positions are routed to each other; Figure 2 indicates an example of routing binary numbers to each other for the preferred embodiment; Figure 20 shows the matching of two binary numbers (routing two binary numbers to each other) respective to an activated playing position; col. 1, line 35; col. 2, lines 1 & 2;
Generates a second set of binary numbers from said first set of binary numbers using a Boolean function	Figure 18; Figure 20; Figure 23; Figure 24; col. 6, lines 35-42; col. 11, lines 19 & 20; original claim 4; original claim 17, element e; original claim 25; original claim 35, element e
or a lookup table,	Figure 23; Figure 24
assigns said second set of binary numbers to indicators on the playfield to provide visual indications,	Figure 1 shows an example of assigning second set of binary numbers (color codes) to playing positions; col. 2, lines 6 & 7
And determines if the objective of the game is met.	Figure 8; Abstract, col. 1, lines 11 & 12; col. 1, lines 37-39; col. 2, lines 15 & 16; col. 2, lines 53-55



**Claim 112:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 111 further comprising a housing	Figure 3, item 12; col. 3, line 46; col. 13, line 14; original claim 1, element a; original claim 23, element a

**Claim 113:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 111 further comprising a control program segment that provides a plurality of games	Figure 3, item 20; Figure 4, item 20; Figure 12; col. 1, lines 40-43; col. 10, lines 4-21; original claim 9; original claim 29
by varying the assignment of binary numbers to playing positions on the playfield	Figure 1 indicates a specific assignment of a first set of binary numbers (op-codes) to playing positions; Figures 14 & 15 show an example of assigning first set of binary numbers to playing positions; col. 10, lines 20-21; original claim 10; original claim 18; original claim 30; original claim 36

**Claim 114:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 111, wherein said control program includes a plurality of segments, and wherein the program segment that assigns the second set of binary numbers to indicators is based on any permutation of assigning said second set of binary numbers to the indicators	It is inherent in the invention that there is almost unlimited <sup>2</sup> number of ways to assign the generated binary color codes to playing positions.

<sup>2</sup> For the 4 x 4 embodiment, there are 8 color codes and 16 playing positions. The number of permutations of assigning 8 binary color codes to 16 playing positions is almost unlimited.

**Claim 115:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 111, wherein the indicators are implemented by light emitting means	Figure 3, items 22/24; Abstract; col. 2, lines 7 & 8; original claim 6

**Claim 116:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 115, wherein said plurality of visual indications includes at least one illuminated color, and one reflected color when an indicator is dark	Figure 3 shows illuminated visual indications; Figures 23 & 24 show visual indications that could be illuminated or dark; original claim 8

**Claim 117:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 115, wherein said light emitting means includes one, or a plurality of light emitting diodes at each playing position	The use of light emitting diodes (LED) to provide visual indications or images is disclosed in original claim 40

**Claim 118:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 117, wherein said plurality of light emitting diodes have different colors	The specification at col. 2, lines 8 & 9 discloses the use of multi-color light emitting means to provide multi-color displays. Original claim 23 describes an embodiment that employs images. Original claim 38 states that these images include a geometric shape

	depicted in various colors. Original claim 40 states that the means to produce these images comprises an LED display.
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**Claim 119:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 111, wherein the indicators are implemented using at least one of LCD screen, and CRT screen	New Figures 27 & 28; col. 1, line 55; col. 2, line 55; col. 2, line 58 recites a color video monitor, this could be implemented with a CRT screen; original claim 37; original claim 39

**Claim 120:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 111, wherein said plurality of visual indications includes a geometric shape in different colors	New Figures 27 & 28; col. 1, lines 55-56; original claim 38

**Claim 121:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 111, wherein said plurality of visual indications includes of at least one image, and a visual indication resulting from the absence of an image at a playing position	New Figures 27 & 28; original claim 28

**Claim 122:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
<b>An electronic game device as recited in claim 111, wherein said plurality of visual indications includes a plurality of images</b>	<b>New Figures 27 &amp; 28; col.1, lines 44 &amp;45; col. 2, lines 50-55; original claim 23, element e; original claim 35, element h; original claim 38; original claim 39</b>

**Claim 123:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
<b>An electronic game device as recited in claim 111, wherein said first set of binary numbers is generated randomly</b>	<b>Col. 1, lines 32-34; original claim 10; original claim 30</b>

**Claim 124:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
<b>An electronic game device as recited in claim 111, wherein said first set of binary numbers is predefined, and is stored in a data section of the control program</b>	<b>Figure 1 indicates an example of a specific game defined by a specific assignment of the binary numbers 000, 001, 010, 011, 100, 101, 110 &amp; 111 to playing positions. These binary numbers represent control program data that are normally stored in a data section of the control program, and Figure 4 indicates that the control program is stored in ROM; Figures 14 &amp; 15 show the assignment of these specific binary numbers to playing positions; Figures 23 &amp; 24 indicate examples of specific binary numbers that are stored in a data section of the control program; col. 4, line 62; col. 4 line 68 to col. 5, line 1; col. 5 lines 2 &amp; 3; col. 5, lines 4 &amp; 5</b>

**Claim 125:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
An electronic game device as recited in claim 111, wherein said housing is in the form of a three-dimensional configuration, and wherein the plurality of playing positions is mapped on the surface of said three-dimensional configuration	New Figure 25; original claim 15

**Claim 126:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
A method for an electronic game device, controlled by a microprocessor,	Figure 4; col. 1, line 41; col. 2, line 34; col.3, lines 55-60; col. 14, line 40; col. 17, line 18
having a playfield	Figure 1 indicates playfield (layout for 4 x 4 playing positions; col. 1, lines 30-31; col. 2, lines 28-29; col. 2, line 32; col. 3, lines 47-49
that includes a plurality of playing positions,	Figure 1 shows 16 playing positions; Figure 3 shows 16 playing positions; Figure 4 shows 16 playing positions (16 display positions); col. 1, lines 7 & 8; col. 3, lines 47-49; col. 13, line 19; col. 16, line 32; col. 19, lines 39-40
wherein each playing position includes an indicator	Figure 2 indicates an indicator (display) at each playing position; Figure 3 shows one indicator at each playing position for a total of 16 indicators; col. 2, lines 29 & 30; col. 3, lines 47 & 48
that provides a plurality of visual indications,	Figure 3 shows a plurality of visual indications; Figure 23 shows 5 different visual indications that could be displayed at any playing position in a 4 x 4 embodiment; Figure 24 shows 9 different visual indications that could be displayed at col. 7, lines any playing position in an 8 x 8 embodiment; col. 1, line 36; col. 1, lines 55 & 56; col. 2, lines 21 & 22;

	col. 2, lines 51 & 52; col. 2, lines 57 & 58; col. 7, line 40; col. 7, lines 46-57; col. 10, lines 67 & 68; original claim 8, which describes a method for controlling the number of visual indications per indicator, or playing position; original claim 23, element e describes plurality of visual indications as a plurality of images; original claim 28, which describes a method for controlling the number of visual indications per indicator, or playing position, original claim 38; original claim 39; original claim 46, element d
and wherein the microprocessor performs the steps of: assigning a first set of binary numbers to the playing positions,	Figure 1 indicates an example of an assignment of the first set of binary numbers (op-codes) to playing positions. These binary numbers are assigned to all playing positions based on the connections for the routing example shown in Figure 2; Figure 4 shows a control logic (control program) stored in the Read Only Memory (ROM) of the microprocessor; Figures 14 & 15 shows an example of assigning predetermined binary numbers to playing positions on the playfield; col. 4, lines 13 & 14
routing the binary numbers respective to the playing position activated by the player to each other,	Figure 1 shows that the binary numbers respective to an activated playing positions are routed to each other; Figure 2 indicates an example of routing binary numbers to each other for the preferred embodiment; Figure 20 shows the matching of two binary numbers (routing two binary numbers to each other) respective to an activated playing position; col. 1, line 35; col. 2, lines 1 & 2
generating a second set of binary numbers from said first set of binary numbers,	Figure 18; Figure 20; Figure 23; Figure 24; col. 6, lines 35-42; col. 11, lines 19 & 20; original claim 4; original claim 17, element e; original claim 25; original claim 35, element e
assigning said second set of binary numbers to indicators,	Figure 1 shows an example of assigning second set of binary numbers (color codes) to playing positions; col. 2, lines 6 & 7
and determining if a predetermined objective of	Figure 8; Abstract, col. 1, lines 11 & 12; col. 1, lines 37-39; col. 2, lines 15 & 16; col. 2, lines

the game is met.	53-55
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**Claim 127:**

<b>LIMITATION</b>	<b>SPECIFICATION SUPPORT</b>
A computer program embedded on a computer readable media, and performing the following steps:	Figure 4; col. 4, lines 13 & 14
assigning a first set of binary numbers to playing positions on a playfield,	Figure 1 indicates an example of an assignment of the first set of binary numbers (op-codes) to playing positions. These binary numbers are assigned to all playing positions based on the connections for the routing example shown in Figure 2; Figure 4 shows a control logic (control program) stored in the Read Only Memory (ROM) of the microprocessor; Figures 14 & 15 shows an example of assigning predetermined binary numbers to playing positions on the playfield; col. 4, lines 13 & 14
routing the binary numbers respective to a selected playing position to each other,	Figure 1 shows that the binary numbers respective to an activated playing positions are routed to each other; Figure 2 indicates an example of routing binary numbers to each other for the preferred embodiment; Figure 20 shows the matching of two binary numbers (routing two binary numbers to each other) respective to an activated playing position; col. 1, line 35; col. 2, lines 1 & 2
generating a second set of binary numbers from said first set of binary numbers,	Figure 18; Figure 20; Figure 23; Figure 24; col. 6, lines 35-42; col. 11, lines 19 & 20; original claim 4; original claim 17, element e; original claim 25; original claim 35, element e
assigning said second set of binary numbers to indicators associated with playing positions,	Figure 1 shows an example of assigning second set of binary numbers (color codes) to playing positions; col. 2, lines 6 & 7
and determining if a predetermined objective of	Figure 8; Abstract, col. 1, lines 11 & 12; col. 1, lines 37-39; col. 2, lines 15 & 16; col. 2, lines

the game is met	53-55
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**Claim 128:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 96, wherein said algorithm simulates the operation of a geometric configuration that comprises a plurality of internal routes to route binary numbers to each other, and wherein the geometric configuration has two states such that the first state is associated with at least one route, and the second state is associated with at least one alternate route	Figure 2; Figure 21; col. 11, lines 32-60 original claim 21; original claim 22; original claim 42; original claim 43; original claim 45

**Claim 129:**

LIMITATION	SPECIFICATION SUPPORT
An electronic game device as recited in claim 100, wherein said means to route binary numbers to each other includes an algorithm that simulates the operation of a geometric configuration that comprises a plurality of internal routes to route the binary numbers to each other, and wherein the geometric configuration has two states such that the first state is associated with at least one route, and the second state is associated with at least one alternate route	Figure 2; Figure 21; col. 11, lines 32-60 original claim 21; original claim 22; original claim 42; original claim 43; original claim 45